

BALTIMORE CITY--COMMISSION FOR HISTORICAL AND ARCHITECTURAL PRESERVATION

CDBG SURVEY YEAR:
AREA: Middle East

SURVEY NO.: B-4281
MAGI NO.: 0442813611

ADDRESS: 632 North Chester Street
CURRENT NAME:

BLOCK: 1636	LOT: 26	LOT SIZE: 15 ft. x 86.5 ft.
HEIGHT: 2		MATERIALS: Brick, wood, marble
CONDITION: Good		OWNER: Mayor and City Council
		ADDRESS:
USE: Vacant commercial		ACCESSIBLE: Yes, restricted
DESIGNATION:		LIBER/FOLIO: Dept. of Law ltr.

HISTORIC NAME: Michael J. Kalista Shoes
DATE: Ca. 1885
ARCHITECT/BUILDER:
STYLE (IF APPROPRIATE):

DESCRIPTION:

The two-story brick storefront rowhouse has a center recessed entrance between plate glass display windows with marble facing around the bases. The second story has three window openings with segmental arches ornamented with molded cable brickwork. The two outer windows are boarded, but the center shows one/one window sash which is undoubtedly original. The display windows on the first story are unboarded. The storefront cornice is a simple bracketed type, but the main cornice has brackets and moldings forming fascia panels with carved vent covers.

SIGNIFICANCE:

AREA: Architecture LEVEL: Local

The least altered of all the facades on the west side of the 600 block of N. Chester Street, 632 N. Chester is an excellent example of the late 19th century storefront. Its second story window trim and main cornice are typical of residential rowhouses of the late 1870's through the 1890's. The storefront itself is simple but virtually unaltered from the early 20th century to the present. From 1917 to the mid-1940's, it was used as a shoe store by Michael Kalista. From the 1950's to the mid-1960's, the Salvation Army operated a thrift shop in the building.

SOURCES: Land records; city directories

SURVEYOR AND DATE: Janet Davis, CHAP, June 1989

Ward 7, Section 12
Block 1636
632 N. Chester St.
B-4281

Demolished



632 N. Chester St. →



632 N. Chester St. B-4281

Baltimore, Maryland

Photographer: Janet Davis

August 1988

Neg. loc.: Maryland SHPO

East elevation in street scene context